

Rubber Ducky and a Lake

Learning Some Graphics Editing Basics

Introduction

This exercise is intended to teach you some basic graphics editing techniques so you can complete Part 2 of the assignment in the psychographics lesson.

Step 1

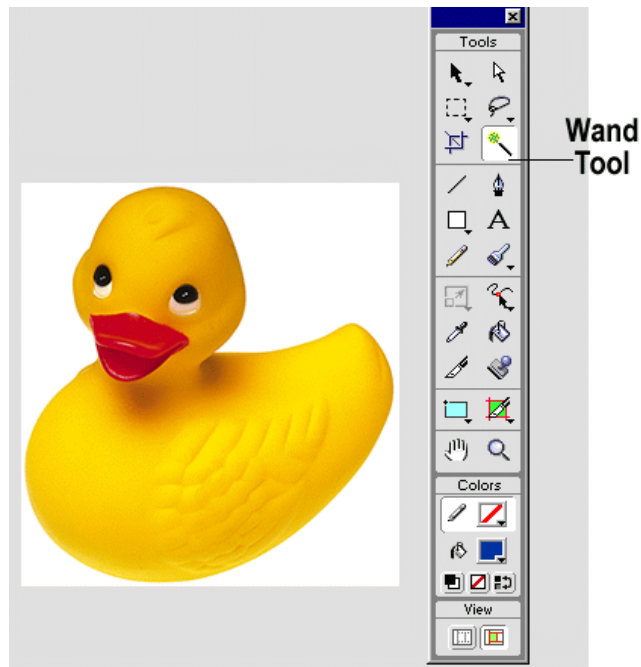
Save the rubber ducky image and one of the water scenes from the online lesson.

*Note: If you choose to Copy and Paste the images into Fireworks rather than saving and opening them, you will need to click **File, New, OK** within Fireworks before pasting the image.*


Step 2

In Step 2, you are going to edit the duck so it no longer has a white background and add a copy of the image to the water scene:

1. Select the wand tool:



2. Using the wand tool, click on the white area of the duck image. The *running ants* selection will appear around the duck. Press [Delete] to get rid of the background.
3. Press [Esc] (the escape key) on your keyboard to get rid of the *running ants* selector.
4. Open the water scene that you saved.
5. Important: Before copying and pasting the duck image to the water scene, single click on the water scene image and press [Esc] to deselect the image.
6. Use the black or white mouse pointer tool to drag an instance of the rubber ducky over to the water scene (which is the same as copying and pasting it).


7. Resize the duck so it is proportional with the water scene. To resize the image, select the resizing tool from the toolbar:  Then click on a corner and resize the image with your mouse.
8. Now of course, it will look like a rubber ducky superimposed on the lake; it may not look real, but you should get the idea. I tried a real bird and it turned out to look like the *creature of the lake*:

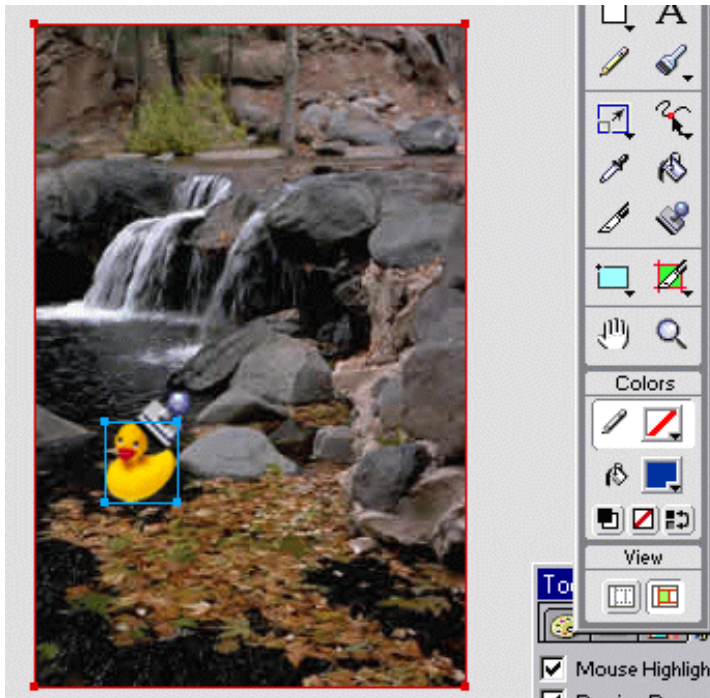


This is included just as a visual - Because.

9. You will use the rubber stamp tool to add more than one bird to the water. Here is the *creature of the lake*, smaller, and rubberstamped. You will do the same thing with your rubber ducky:



10. Rubber stamping is mirroring part of an image. The rubber stamp tool is: 
11. Here are the steps, using the rubber ducky as the example:
- Add the rubber ducky to the image.
 - Then single click on the rubber ducky image (there should be a blue box around it) and click on the rubber stamp tool. Here is a screen shot:



12. Using the rubber stamp tool, be sure to click inside of the blue lines of the duck image. It will mark the point to begin the duplication.
13. Then you will click anywhere on the water scene image. The image will reappear where you drag your mouse.
14. To reposition the rubberstamp marker, press [Esc] and start again with No. 12.
15. Here is a screen shot of what the picture could look like ---->>>>
16. Final step: If you save a picture within Fireworks, you will have a file with a .png extension. PNG files are editable files, files in progress, not finished files. In order to create a finished, non-editable file, Export the image: Click **File, Export Preview**. Select .jpg format (photos are best as jpeg format). And click [Export], name the file, and click [Save]. **You are Done with Part 1 of the Assignment.**

